



1        WHEREAS, Defendants' Motion for Judgment on the Pleadings Based on  
2 Unpatentability under 35 U.S.C. § 101 (the "Motion") was fully briefed and oral  
3 argument heard by the Court on September 18, 2014;

4        WHEREAS, the Court issued an order granting Defendants' Motion on  
5 September 22, 2014, holding that the asserted claims of U.S. Patent No. 6,307,576  
6 (*i.e.* claims 1, 7, 8, 9, and 13 – collectively, "the Asserted Claims of U.S. Patent No.  
7 6,307,576") and the asserted claims of U.S. Patent No. 6,611,278 (*i.e.* claims 1, 2, 3,  
8 4, 6, 9, 13, 15, 16, and 17 – collectively, "the Asserted Claims of U.S. Patent No.  
9 6,611,278") are invalid under 35 U.S.C. § 101;

10      WHEREAS, in light of the Court's Order granting Defendants' Motion, final  
11 judgment should be entered in favor of Defendants and against Plaintiff and  
12 Counterclaim-Defendant McRo, Inc., d.b.a. Planet Blue ("Plaintiff").

13      It is **ADJUDGED** that:

14      • The Asserted Claims of U.S. Patent No. 6,307,576 are found to be invalid  
15      based on unpatentability under 35 U.S.C. § 101.  
16      • The Asserted Claims of U.S. Patent No. 6,611,278 are found to be invalid  
17      based on unpatentability under 35 U.S.C. § 101.

18      Accordingly, it is **ADJUDGED** that Plaintiff and Counterclaim-Defendant  
19 McRo, Inc., d.b.a. Planet Blue ("Plaintiff") takes nothing from Defendants and  
20 Counterclaim-Plaintiffs Bandai Namco Games America, Inc.; Sega of America, Inc.;  
21 Electronic Arts Inc.; Disney Interactive Studios, Inc.; Capcom USA, Inc.; Neversoft  
22 Entertainment, Inc.; Treyarch Corporation; Warner Bros. Interactive Entertainment;  
23 LucasArts; Activision Publishing, Inc.; Blizzard Entertainment, Inc.; Infinity Ward,  
24 Inc.; Atlus U.S.A., Inc.; Konami Digital Entertainment, Inc.; Square Enix, Inc.;  
25 Obsidian Entertainment, Inc.; Naughty Dog, Inc.; Sony Computer Entertainment  
26 America LLC; Sucker Punch Productions LLC; Codemasters USA Group, Inc.;  
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1 Codemasters, Inc.; The Codemasters Software Company Limited; and Valve  
2 Corporation (“Defendants”).

3 All remaining pending motions are **DENIED** as moot.

4 As Defendants are the prevailing parties in this action, Defendants’ costs of  
5 court shall be taxed against Plaintiff.

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8 Dated: October 31, 2014

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11 Hon. George H. Wu,  
12 United States District Judge